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1 Optimality of greedy power control and variable spreading gain in multi-class CDMA mobile networks
Seong-Jun Oh, Kimberly M. Wasserman
August 1999 **Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking**
Full text available: pdf(1.16 MB) Additional Information: full citation, references, citings, index terms

2 Session I: QoS in ad hoc and infra-structure based wireless networks: TranScaling: a video coding and multicasting framework for wireless IP multimedia services
Hayder Radha
July 2001 **Proceedings of the 4th ACM international workshop on Wireless mobile multimedia**
Full text available: pdf(394.32 KB) Additional Information: full citation, abstract, references, index terms

The convergence of the Internet with new wireless and mobile networks is creating a whole new level of heterogeneity in multimedia communications. This increased level of heterogeneity emphasizes the need for scalable and adaptive video solutions both for coding and transmission purposes. However, in general, there is an inherent tradeoff between the level of scalability and the quality of scalable video streams. In other words, the higher the bandwidth variation, the lower the overall video qua ...

3 Routing & performance modelling: Multipath routing and multiple description coding in ad-hoc networks: a simulation study
Irene Fernández Díaz, Dick Epema, Jan de Jongh
October 2004 **Proceedings of the 1st ACM international workshop on Performance evaluation of wireless ad hoc, sensor, and ubiquitous networks**
Full text available: pdf(135.11 KB) Additional Information: full citation, abstract, references, index terms

The nature of wireless multihop ad-hoc networks makes it a challenge to offer connections of an assured quality. In order to improve the performance of such networks, multipath routing in combination with Multiple Description Coding (MDC) has been proposed. By splitting up streams of multimedia traffic into several substreams (called descriptions), by sending these substreams along different paths from the source to the destination, and by reassembling them again at the destination, the quality ...

Keywords: multipath routing, multiple-description coding, simulations, wireless ad-hoc

networks

4 Potential of the GSM air interface to support CDMA operation
J. A. Pons Puig, J. Dunlop
January 2000 **Wireless Networks**, Volume 6 Issue 1
Full text available: pdf(135.94 KB) Additional Information: full citation, abstract, references, index terms

The ongoing development of third generation systems sets the path for evolution of the existing second generation systems. Important issues are the need for compatibility and the establishment of a path of migration from the current operative mobile systems. This paper considers the feasibility of supporting CDMA capabilities within the GSM air interface in order to provide UMTS services. It produces performance estimates for two specific examples: Joint Detection CDMA channels, and M ...

5 Programming languages and architectures: StreamGlobe: adaptive query processing and optimization in streaming P2P environments
Bernhard Stegmaier, Richard Kuntschke, Alfons Kemper
August 2004 **Proceeedings of the 1st international workshop on Data management for sensor networks: in conjunction with VLDB 2004 DMSN '04**
Full text available: pdf(261.84 KB) Additional Information: full citation, abstract, references

Recent research and development efforts show the increasing importance of processing data streams, not only in the context of sensor networks, but also in information retrieval networks. With the advent of various mobile devices being able to participate in ubiquitous (wireless) networks, a major challenge is to develop data stream management systems (DSMS) for information retrieval in such networks. In this paper, we present the architecture of our *StreamGlobe* system, which is focused on ...

6 Revenue maximization in ATM networks using the CLP capability and buffer priority management
Sridhar Ramesh, Catherine Rosenberg, Anurag Kumar
December 1996 **IEEE/ACM Transactions on Networking (TON)**, Volume 4 Issue 6
Full text available: pdf(1.07 MB) Additional Information: full citation, references, index terms

7 Scalability of multicast delivery for non-sequential streaming access
Shudong Jin, Azer Bestavros
June 2002 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 30 Issue 1
Full text available: pdf(268.80 KB) Additional Information: full citation, abstract, references, citings

To serve asynchronous requests using multicast, two categories of techniques---stream merging and periodic broadcasting---have been proposed. For sequential streaming access, where requests are uninterrupted from the beginning to the end of an object, these techniques are highly scalable: the required server bandwidth for stream merging grows *logarithmically* as request arrival rate, and the required server bandwidth for periodic broadcasting varies *logarithmically* as the inverse of ...

8 Rapid profiling via stratified sampling
S. Subramanya Sastry, Rastislav Bodík, James E. Smith
May 2001 **ACM SIGARCH Computer Architecture News , Proceedings of the 28th annual international symposium on Computer architecture**, Volume 29 Issue 2
Additional Information:

Full text available: pdf(1.02 MB) full citation, abstract, references, citings, index terms

Sophisticated binary translators and dynamic optimizers demand a program profiler with low overhead, high accuracy, and the ability to collect a variety of profile types. A profiling scheme that achieves these goals is proposed. Conceptually, the hardware compresses a stream of profile data by counting identical events; the compressed profile dam is passed to software for analysis. Compressing the high-bandwidth event stream greatly reduces software overhead. Because optimizations can tole ...

9 Traffic engineering: Estimating flow distributions from sampled flow statistics

Nick Duffield, Carsten Lund, Mikkel Thorup

August 2003 **Proceedings of the 2003 conference on Applications, technologies, architectures, and protocols for computer communications**

Full text available: pdf(333.29 KB) Additional Information: full citation, abstract, references, citings, index terms

Passive traffic measurement increasingly employs sampling at the packet level. Many high-end routers form flow statistics from a sampled substream of packets. Sampling is necessary in order to control the consumption of resources by the measurement operations. However, knowledge of the statistics of flows in the *unsampled* stream remains useful, for understanding both characteristics of source traffic, and consumption of resources in the network.This paper provide methods that use flow sta ...

Keywords: IP flows, maximum likelihood estimation, packet sampling

10 Scalable on-demand media streaming with packet loss recovery

Anirban Mahanti, Derek L. Eager, Mary K. Vernon, David J. Sundaram-Stukel

April 2003 **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 2

Full text available: pdf(680.99 KB) Additional Information: full citation, abstract, references, citings, index terms

Previous scalable on-demand streaming protocols do not allow clients to recover from packet loss. This paper develops new protocols that: 1) have a tunably short latency for the client to begin playing the media; 2) allow heterogeneous clients to recover lost packets without jitter as long as each client's *cumulative* loss rate is within a tunable threshold; and 3) assume a tunable upper bound on the transmission rate to each client that can be as small as a fraction (e.g., 25%) greater th ...

Keywords: multicast, packet loss recovery, performance evaluation, periodic broadcast, scalable protocols, streaming media, video-on-demand

11 Scalable on-demand media streaming with packet loss recovery

Anirban Mahanti, Derek L. Eager, Mary K. Vernon, David Sundaram-Stukel

August 2001 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2001 conference on Applications, technologies, architectures, and protocols for computer communications**, Volume 31 Issue 4

Full text available: pdf(230.25 KB) Additional Information: full citation, abstract, references, citings, index terms

Inspired by recent techniques for reliable bulk data distribution, this paper develops scalable protocols for reliable on-demand delivery of streaming media. Models are developed that quantify the best possible scalability for given client characteristics. The results of the models are used to guide the design and assess the performance of the proposed streaming techniques. The new protocols, RPB and RBS, are relatively simple to implement and achieve nearly the best possible scalability and eff ...

12 A comparative analysis of schemes for correlated branch prediction

Cliff Young, Nicolas Gloy, Michael D. Smith

May 1995 **ACM SIGARCH Computer Architecture News , Proceedings of the 22nd annual international symposium on Computer architecture**, Volume 23 Issue 2

Full text available: pdf(1.50 MB) Additional Information: full citation, abstract, references, citings, index terms

Modern high-performance architectures require extremely accurate branch prediction to overcome the performance limitations of conditional branches. We present a framework that categorizes branch prediction schemes by the way in which they partition dynamic branches and by the kind of predictor that they use. The framework allows us to compare and contrast branch prediction schemes, and to analyze why they work. We use the framework to show how a static correlated branch prediction scheme increas ...

13 Media scaling for audiovisual communication with the Heidelberg transport system

Luca Delgrossi, Christian Halstrick, Dietmar Hehmann, Ralf Guido Herrtwich, Oliver Krone, Jochen Sandvoss, Carsten Vogt

September 1993 **Proceedings of the first ACM international conference on Multimedia**

Full text available: pdf(89.28 KB) ps(145.16 KB) Additional Information: full citation, references, citings, index terms

14 Ensuring robust call throughput and fairness for SCP overload controls

Donald E. Smith

October 1995 **IEEE/ACM Transactions on Networking (TON)**, Volume 3 Issue 5

Full text available: pdf(1.21 MB) Additional Information: full citation, references, citings, index terms

15 A hardware pipeline algorithm for relational database operation

Shigeo Kamiya, Susumu Matsuda, Kazuhide Iwata, Shigeki Shibayama, Hiroshi Sakai, Kunio Murakami

June 1985 **ACM SIGARCH Computer Architecture News , Proceedings of the 12th annual international symposium on Computer architecture**, Volume 13 Issue 3

Full text available: pdf(770.47 KB) Additional Information: full citation, citings, index terms

16 Real-time multidepth stream compression

Sang-Uok Kum, Ketan Mayer-Patel

May 2005 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 1 Issue 2

Full text available: pdf(3.31 MB) Additional Information: full citation, abstract, references, index terms

The goal of tele-immersion has long been to enable people at remote locations to share a sense of presence. A tele-immersion system acquires the 3D representation of a collaborator's environment remotely and sends it over the network where it is rendered in the user's environment. Acquisition, reconstruction, transmission, and rendering all have to be done in real-time to create a sense of presence. With added commodity hardware resources, parallelism can increase the acquisition volume and reco ...

Keywords: Real-time compression, augmented reality, k-means algorithm, k-means initialization, tele-immersion, tele-presence, virtual reality

17 Distributed systems: Loose synchronization of event-triggered networks for distribution of synchronous programs
Jan Romberg, Andreas Bauer
September 2004 **Proceedings of the 4th ACM international conference on Embedded software EMSOFT '04**
Full text available: pdf(246.93 KB) Additional Information: full citation, abstract, references, index terms

Dataflow synchronous languages have attracted considerable interest in domains such as real-time control and hardware design. The potential benefits are promising: Discrete-time semantics and deterministic concurrency reduce the state-space of parallel designs, and the engineer's intuition of uniformly progressing physical time is clearly reflected. However, for deriving implementations, use of synchronous programs is currently limited to hardware synthesis, generation of non-distributed softwar ...

Keywords: AutoFocus, code distribution, embedded software, scheduling, synchronous languages

18 Linear and inversive pseudorandom numbers for parallel and distributed simulation
K. Entacher, A. Uhl, S. Wegenkittl
July 1998 **ACM SIGSIM Simulation Digest , Proceedings of the twelfth workshop on Parallel and distributed simulation**, Volume 28 Issue 1
Full text available: pdf(978.14 KB) Publisher Site Additional Information: full citation, references, citings, index terms

19 Random numbers for simulation
Pierre L'Ecuyer
October 1990 **Communications of the ACM**, Volume 33 Issue 10
Full text available: pdf(2.82 MB) Additional Information: full citation, abstract, references, citings, index terms, review

In the mind of the average computer user, the problem of generating uniform variates by computer has been solved long ago. After all, every computer :system offers one or more function(s) to do so. Many software products, like compilers, spreadsheets, statistical or numerical packages, etc. also offer their own. These functions supposedly return numbers that could be used, for all practical purposes, as if they were the values taken by independent random variables, with a uniform distributi ...

20 ACCEL-RATE: a faster mechanism for memory efficient per-flow traffic estimation
Fang Hao, Murali Kodialam, T. V. Lakshman
June 2004 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the joint international conference on Measurement and modeling of computer systems**, Volume 32 Issue 1
Full text available: pdf(252.00 KB) Additional Information: full citation, abstract, references, index terms

Per-flow network traffic measurement is an important component of network traffic management, network performance assessment, and detection of anomalous network events such as incipient DoS attacks. In [1], the authors developed a mechanism called RATE where the focus was on developing a memory efficient scheme for estimating per-flow traffic rates to a specified level of accuracy. The time taken by RATE to estimate the per-flow rates is a function of the specified estimation accuracy and this t ...

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1 Optimality of greedy power control and variable spreading gain in multi-class CDMA mobile networks
Seong-Jun Oh, Kimberly M. Wasserman
August 1999 **Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking**
Full text available: pdf(1.16 MB) Additional Information: full citation, references, citings, index terms

2 Session I: QoS in ad hoc and infra-structure based wireless networks: TranScaling: a video coding and multicasting framework for wireless IP multimedia services
Hayder Radha
July 2001 **Proceedings of the 4th ACM international workshop on Wireless mobile multimedia**
Full text available: pdf(394.32 KB) Additional Information: full citation, abstract, references, index terms

The convergence of the Internet with new wireless and mobile networks is creating a whole new level of heterogeneity in multimedia communications. This increased level of heterogeneity emphasizes the need for scalable and adaptive video solutions both for coding and transmission purposes. However, in general, there is an inherent tradeoff between the level of scalability and the quality of scalable video streams. In other words, the higher the bandwidth variation, the lower the overall video qua ...

3 Real-time multidepth stream compression
Sang-Uok Kum, Ketan Mayer-Patel
May 2005 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 1 Issue 2
Full text available: pdf(3.31 MB) Additional Information: full citation, abstract, references, index terms

The goal of tele-immersion has long been to enable people at remote locations to share a sense of presence. A tele-immersion system acquires the 3D representation of a collaborator's environment remotely and sends it over the network where it is rendered in the user's environment. Acquisition, reconstruction, transmission, and rendering all have to be done in real-time to create a sense of presence. With added commodity hardware resources, parallelism can increase the acquisition volume and reco ...

Keywords: Real-time compression, augmented reality, k-means algorithm, k-means initialization, tele-immersion, tele-presence, virtual reality

4 Video Streaming 2: Distributing streaming media content using cooperative networking
Venkata N. Padmanabhan, Helen J. Wang, Philip A. Chou, Kunwadee Sripanidkulchai
May 2002 **Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video**

Full text available: pdf(593.49 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we discuss the problem of distributing streaming media content, both live and on-demand, to a large number of hosts in a scalable way. Our work is set in the context of the traditional client-server framework. Specifically, we consider the problem that arises when the server is overwhelmed by the volume of requests from its clients. As a solution, we propose *Cooperative Networking (CoopNet)*, where clients cooperate to distribute content, thereby alleviating the load on the ...

Keywords: content distribution networks, multiple description coding, peer-to-peer networks, streaming media

5 Traffic engineering: Estimating flow distributions from sampled flow statistics
Nick Duffield, Carsten Lund, Mikkel Thorup
August 2003 **Proceedings of the 2003 conference on Applications, technologies, architectures, and protocols for computer communications**

Full text available: pdf(333.29 KB) Additional Information: full citation, abstract, references, citings, index terms

Passive traffic measurement increasingly employs sampling at the packet level. Many high-end routers form flow statistics from a sampled substream of packets. Sampling is necessary in order to control the consumption of resources by the measurement operations. However, knowledge of the statistics of flows in the *unsampled* stream remains useful, for understanding both characteristics of source traffic, and consumption of resources in the network.This paper provide methods that use flow sta ...

Keywords: IP flows, maximum likelihood estimation, packet sampling

6 Partitioned register files for VLIWs: a preliminary analysis of tradeoffs
Andrea Capitanio, Nikil Dutt, Alexandru Nicolau
December 1992 **ACM SIGMICRO Newsletter , Proceedings of the 25th annual international symposium on Microarchitecture**, Volume 23 Issue 1-2

Full text available: pdf(1.09 MB) Additional Information: full citation, references, citings, index terms

7 Passive measurements: Pop-level and access-link-level traffic dynamics in a tier-1 POP
Supratik Bhattacharyya, Christophe Diot, Jorjeta Jetcheva
November 2001 **Proceedings of the 1st ACM SIGCOMM Workshop on Internet Measurement**

Full text available: pdf(3.31 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we study traffic demands in an IP bacbkone, identify the routes used by these demands, and evaluate traffic granularity levels that are attractive for improving the poor load balancing that our study reveals. The data used in this study was collected at a major POP in a commercial Tier-1 IP backbone. In the first part of this paper we ask two

questions. What is the traffic demand between a pair of POPs in the backbone? How stable is this demand? We develop a methodology that combi ...

8 Session 6: flow measurement: Properties and prediction of flow statistics from sampled packet streams

Nick Duffield, Carsten Lund, Mikkel Thorup

November 2002 **Proceedings of the 2nd ACM SIGCOMM Workshop on Internet measurment**

Full text available: pdf(1.25 MB) Additional Information: full citation, abstract, references, citings, index terms

Many routers can generate and export statistics on flows of packets that traverse them. Increasingly, high end routers form flow statistics from only a sampled packet stream in order to manage resource consumption involved.This paper addresses three questions. Firstly: what are the downstream consequences for the measurement infrastructure? Long traffic flows will be split up if the time between sampled packets exceeds the flow timeout. Using packet header traces we show that flows generated by ...

9 Retrospective on Aurora

Hari Balakrishnan, Magdalena Balazinska, Don Carney, Uğur Çetintemel, Mitch Cherniack, Christian Convey, Eddie Galvez, Jon Salz, Michael Stonebraker, Nesime Tatbul, Richard Tibbetts, Stan Zdonik

December 2004 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 13 Issue 4

Full text available: pdf(349.43 KB) Additional Information: full citation, abstract, index terms

This experience paper summarizes the key lessons we learned throughout the design and implementation of the Aurora stream-processing engine. For the past 2 years, we have built five stream-based applications using Aurora. We first describe in detail these applications and their implementation in Aurora. We then reflect on the design of Aurora based on this experience. Finally, we discuss our initial ideas on a follow-on project, called Borealis, whose goal is to eliminate the limitations of A ...

Keywords: Data stream management, Distributed stream processing, Monitoring applications, Quality-of-service, Stream-processing engines

10 Student best paper contest: Real-time compression for dynamic 3D environments

Sang-Uok Kum, Ketan Mayer-Patel, Henry Fuchs

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available: pdf(362.15 KB) Additional Information: full citation, abstract, references, citings, index terms

The goal of tele-immersion has long been to enable people at remote locations to share a sense of presence. A tele-immersion system acquires the 3D representation of a collaborator's environment remotely and sends it over the network where it is rendered in the user's environment. Acquisition, reconstruction, transmission, and rendering all have to be done in real-time to create a sense of presence. With added commodity hardware resources, parallelism can increase the acquisition volume and reco ...

Keywords: K-Means algorithm, K-Means initialization, real-time compression, tele-immersion, virtual reality

11 Exposing Memory Access Regularities Using Object-Relative Memory Profiling

Qiang Wu, Artem Pyatakov, Alexey Spiridonov, Easwaran Raman, Douglas W. Clark, David I.

August
March 2004 **Proceedings of the international symposium on Code generation and optimization: feedback-directed and runtime optimization CGO '04**
Full text available: pdf(227.72 KB) Additional Information: full citation, abstract, citings, index terms

Memory profiling is the process of characterizing a program's memorybehavior by observing and recording its response to specific inputsets. Relevant aspects of the program's memory behavior maythen be used to guide memory optimizations in an aggressively optimizingcompiler. In general, memory access behavior has eludedmeaningful characterization because of confounding artifacts frommemory allocators, linker data layout, and OS memory management.Since these artifacts may change from run to run, m ...

12 A reliable multicast framework for light-weight sessions and application level framing
Sally Floyd, Van Jacobson, Ching-Gung Liu, Steven McCanne, Lixia Zhang
December 1997 **IEEE/ACM Transactions on Networking (TON)**, Volume 5 Issue 6
Full text available: pdf(310.74 KB) Additional Information: full citation, references, citings, index terms, review

Keywords: Internetworking, computer network performance, computer networks

13 Support of VBR video streams under disk bandwidth limitations
Maria Papadopouli, Leana Golubchik
December 1997 **ACM SIGMETRICS Performance Evaluation Review**, Volume 25 Issue 3
Full text available: pdf(954.34 KB) Additional Information: full citation, abstract, index terms

We present scheduling techniques for a *scalable* video server in a multi-disk environment. The scheduling of the retrieval is introduced in a dynamic rate-distortion context that exploits both the multiresolution property of video and replication techniques.

14 Efficient sorting using registers and caches
Rajiv Wickremesinghe, Lars Arge, Jeffrey S. Chase, Jeffrey Scott Vitter
December 2002 **Journal of Experimental Algorithmics (JEA)**, Volume 7
Full text available: pdf(265.49 KB) ps(268.60 KB) tar(306.75 KB) Additional Information: full citation, abstract, references, index terms

Modern computer systems have increasingly complex memory systems. Common machine models for algorithm analysis do not reflect many of the features of these systems, e.g., large register sets, lockup-free caches, cache hierarchies, associativity, cache line fetching, and streaming behavior. Inadequate models lead to poor algorithmic choices and an incomplete understanding of algorithm behavior on real machines.A key step toward developing better models is to quantify the performance effects of fe ...

15 Joint source/channel coding of statistically multiplexed real-time services on packet networks
Mark W. Garrett, Martin Vetterli
February 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 1
Full text available: pdf(1.10 MB) Additional Information: full citation, references, citings, index terms

16 Mesh-based content routing using XML

Alex C. Snoeren, Kenneth Conley, David K. Gifford
October 2001 **ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles**, Volume 35 Issue 5

Full text available: pdf(1.24 MB) Additional Information: full citation, abstract, references, citings, index terms

We have developed a new approach for reliably multicasting time-critical data to heterogeneous clients over mesh-based overlay networks. To facilitate intelligent content pruning, data streams are comprised of a sequence of XML packets and forwarded by application-level XML routers. XML routers perform content-based routing of individual XML packets to other routers or clients based upon queries that describe the information needs of downstream nodes. Our PC-based XML router prototype can route ...

17 Technical session 4: multimedia streaming: Application-specific path switching: a case study for streaming video

Shu Tao, Roch Guérin
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Full text available: pdf(322.23 KB) Additional Information: full citation, abstract, references, index terms

The focus of this paper is on improving the quality of streaming video transmitted over the Internet. The approach we investigate assumes the availability of multiple paths between the source and the destination, and dynamically selects the best one. Although this is not a new concept, our contribution is in estimating the "goodness" of a path from the perspective of the video stream, instead of relying only on raw network performance measures. The paper starts by showing that the use of raw ...

Keywords: path switching, quality, streaming video

18 Analysis methodology: Simulation output analysis: truncation point estimation using multiple replications in parallel

Falko Bause, Mirko Eickhoff
December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**

Full text available: pdf(399.94 KB) Additional Information: full citation, abstract, references

In steady-state simulation the output data of the transient phase often causes a bias in the estimation of the steady-state results. A common advice is to cut off this transient phase. Finding an appropriate truncation point is a well-known problem and is still not completely solved. In this paper we consider two algorithms for the determination of the truncation point. Both are based on a technique which takes the definition of the steady-state phase more closely into consideration. The capa ...

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IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

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1. **Link quality control benefits from a combined incremental redundancy ar adaptation in EDGE networks**
Ball, C.F.; Ivanov, K.; Stockl, P.; Masseroni, C.; Parolari, S.; Trivisonno, R.;
Vehicular Technology Conference, 2004. VTC 2004-Spring. 2004 IEEE 59th
Volume 2, 17-19 May 2004 Page(s):1004 - 1008 Vol.2
Digital Object Identifier 10.1109/VETECS.2004.1388982
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Cheol-Hee Park; Jong-Ho Paik; Young-Hwan You; Min-Chul Ju; Jin-Woong Ch
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Volume 46, Issue 3, Aug. 2000 Page(s):682 - 689
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3. **Experimental study of the effects of transmission power control and blac wireless sensor networks**
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Sensor and Ad Hoc Communications and Networks, 2004. IEEE SECON 2004
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Volume 3, 17-21 Nov. 2002 Page(s):2051 - 2054 vol.3
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7. **Design and implementation of error control algorithms for Bluetooth syst and closed-loop algorithms**
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Furuskar, A.; Bladsjo, D.; Eriksson, S.; Frodigh, M.; Javerbring, S.; Olofsson, H
Wireless Communications and Networking Conference, 1999. WCNC. 1999 IE
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Eriksson, S.; Furuskar, A.; Hook, M.; Javerbring, S.; Olofsson, H.; Skold, J.;
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26-28 March 2001 Page(s):287 - 291
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Search History

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Set Name side by side	Query	Hit Count	Set Name result set
	DB=PGPB,USPT; PLUR=YES; OP=ADJ		
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L3	L2 and mobile	0	L3
L2	maximum near substream	5	L2
L1	peak near substream	1	L1

END OF SEARCH HISTORY